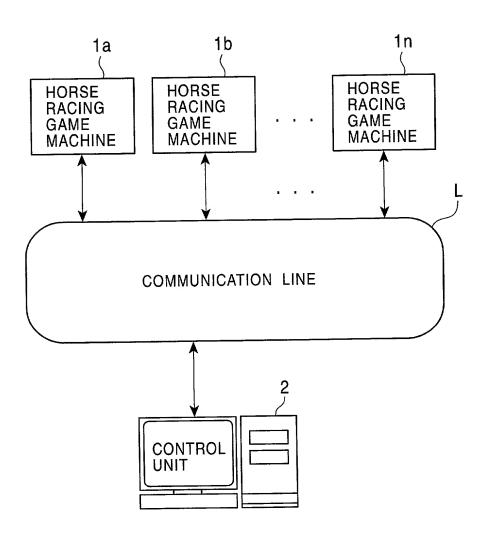
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FIG. 1



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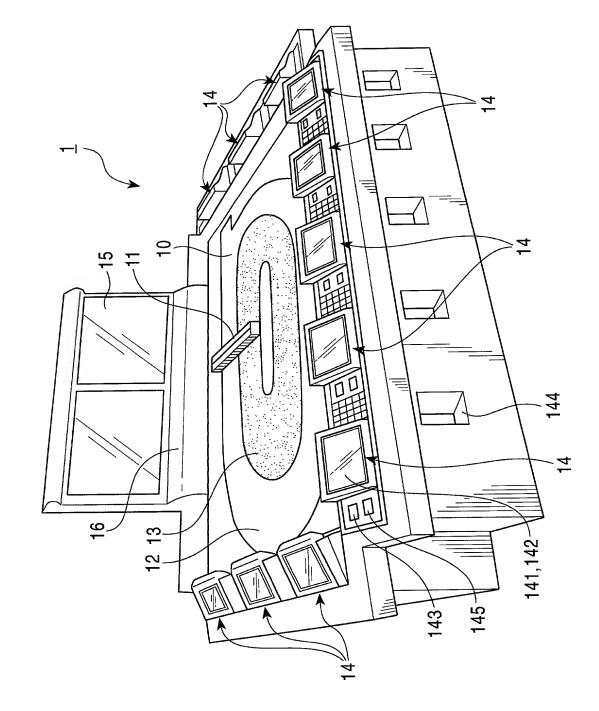
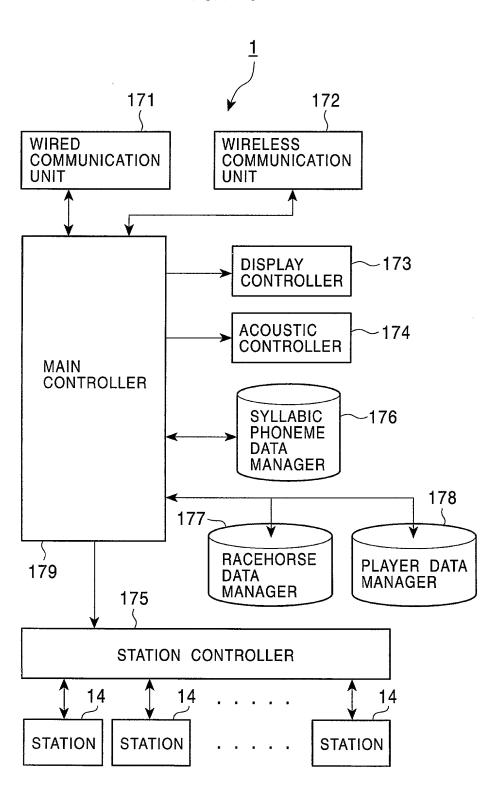


FIG. 2

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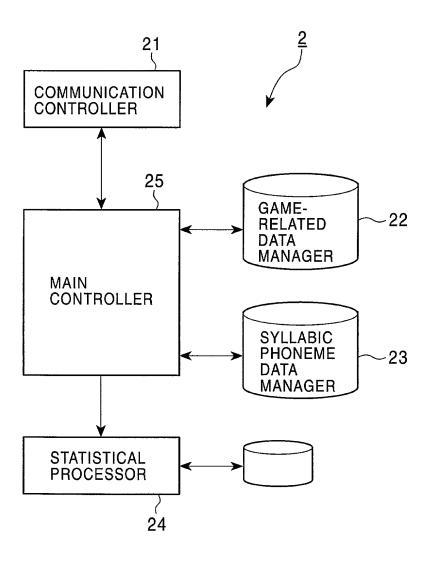
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FIG. 3



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FIG. 4



KUSUDA ONLINE GAME METHOD AND GAME SYSTEM Filed: February 20, 2001 Darryl Mexic 202-293-7060 5 of 8 5/8FIG. 5 START PROVIDE HORSE RACING GAME MACHINE FOR PERFORMING RACE -S101 WITH GAME-RELATED DATA S102 S103 NO TRANSMITTED PROPERLY? YES J RETRANSMIT 1 GAME-RELATED START PREPARING FOR RACE DATA EXECUTION -S104 COLLECT ODDS FROM EACH - S105 GAME MACHINE COMPUTE INTEGRATED ODDS -S106 DELIVER INTEGRATED ODDS -S107 NO S108 CLOSED? YES J INSTRUCT EACH GAME MACHINE TO START RACE S109 COLLECT RACE EXECUTION STATES -S110 DELIVER INTEGRATED EXECUTION -S111 STATES COLLECT RACE RESULT -S112 COMPUTE DIVIDEND BASED ON -S113 INTEGRATED ODDS DELIVER DIVIDEND TO EACH -S114 GAME MACHINE INFORM STATISTICAL PROCESSOR - S115 ___S116 ANY NEXT RACE?

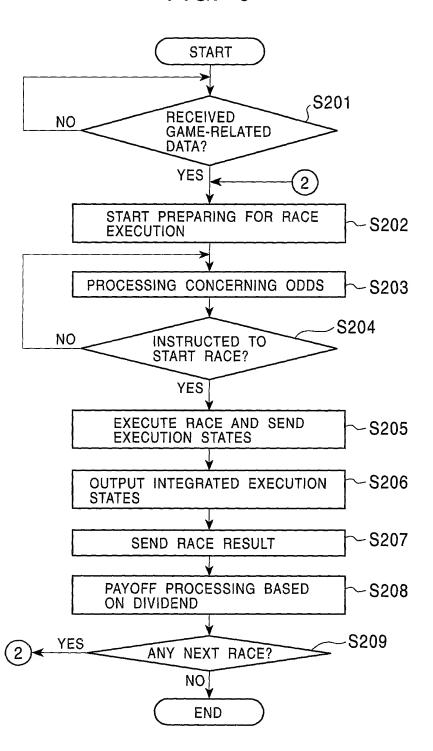
NO

END

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FIG. 6

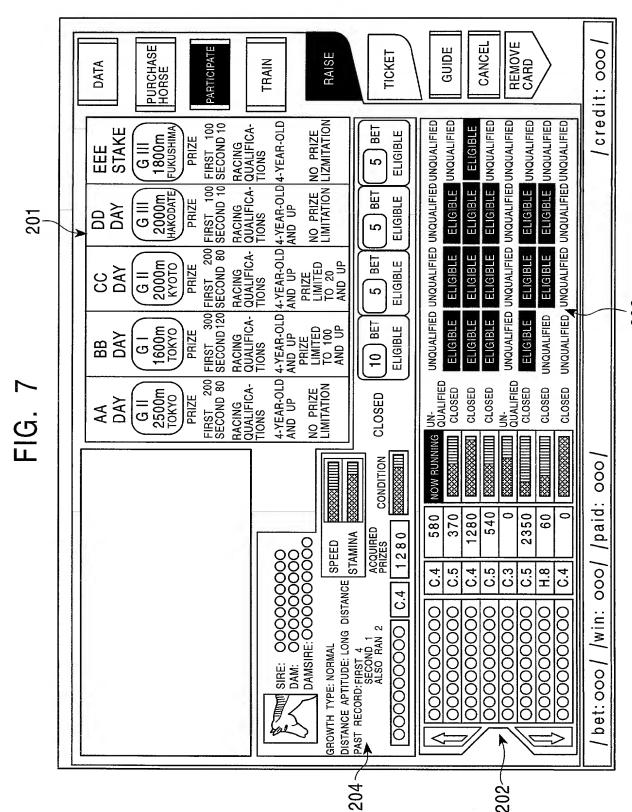


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